through the variable display portions **22** to **24**, thereby it can be seen and recognized the state that the symbol rows **141**~**143** formed on the reels **220** are variably displayed while scrolling (**S152** in **FIG. 23**).

[**0125**] Further, for example, as shown in **FIG. 22C**, after the symbols of the reels **220** are seen and recognized through the variable display portions **22** to **24** (**S53** in **FIG. 23**), if it is determined that the number of times of the free games reaches to the number of times determined in S **12** (**S55**: YES), the demonstration effect that lightning goes away from the big tree near the house is displayed on the lower liquid crystal display **4** as shown in **FIG. 23D** (**S152** in **FIG. 23**). At that time, according to blink of lightning, the effective sounds are output, and it is reciprocally repeated the state that the reels **220** in the cabinet **2** can be seen and recognized and the state that the reels **220** in the cabinet **2** cannot be seen and recognized. This repetition may be periodically done with a predetermined interval (for example, every 2 seconds) and may be randomly done by utilizing the random number values. The contents of the demonstration effect are stored in the image ROM **82**.

[**0126**] Here, as for the demonstration effect of the shift effect process done at the timing of **S152** in **FIG. 23** and the demonstration effect of the shift effect process done at the timing of **S152** in **FIG. 23**, a plurality of patterns for the demonstration effect may be stored in the image ROM **82**. At that time, for example, as shown in **FIG. 19**, three patterns for the demonstration effect may be stored in the image ROM **82** and the demonstration effect may be determined by conducting the lottery using the random number values every 10 games, 20 games and 30 games which correspond to the number of times of the free games repeatedly done. That is to say, if the repetition number of times of the free games is **10** games, the lottery table shown in **FIG. 19A** is utilized. The range of the random number values utilized in the lottery table is set in a range of 0~63. And if the random number value sampled by the random number sampling circuit **56** lies in a range of 0~2, the shift effect process according to the demonstration effect is executed on the basis of the effect pattern **1**. And if the random number value sampled by the random number sampling circuit **56** lies in a range of 3~15, the shift effect process according to the demonstration effect is executed on the basis of the effect pattern **2**. And if the random number value sampled by the random number sampling circuit **56** lies in a range of 16~63, the shift effect process according to the demonstration effect is executed on the basis of the effect pattern **3**. Here, as for the timing at which the random number value is sampled by the random number sampling circuit **56**, it is desirable that the random number value is sampled in the lottery process in the main process program (**S12**) in which the lottery of the repetition number of times of the free games is done.

[**0127**] And if the repetition number of times of the free games is **20** games, the lottery table shown in **FIG. 19B** is utilized. The range of the random number values utilized in the lottery table is set in a range of 0~63. And if the random number value sampled by the random number sampling circuit **56** lies in a range of 0~4, the shift effect process according to the demonstration effect is executed on the basis of the effect pattern **1**. And if the random number value sampled by the random number sampling circuit **56** lies in a range of 5~62, the shift effect process according to the demonstration effect is executed on the basis of the effect pattern **2**. And if the random number value sampled by the random number sampling circuit **56** is **63**, the shift effect process according to the demonstration effect is executed on the basis of the effect pattern **3**. Here, as for the timing at which the random number value is sampled by the random number sampling circuit **56**, it is desirable that the random number value is sampled in the lottery process in the main process program (**S12**) in which the lottery of the repetition number of times of the free games is done.

[**0128**] And if the repetition number of times of the free games is **30** games, the lottery table shown in **FIG. 19C** is utilized. The range of the random number values utilized in the lottery table is set in a range of 0~63. And if the random number value sampled by the random number sampling circuit **56** lies in a range of 0~51, the shift effect process according to the demonstration effect is executed on the basis of the effect pattern **1**. And if the random number value sampled by the random number sampling circuit **56** is **52**, the shift effect process according to the demonstration effect is executed on the basis of the effect pattern **2**. And if the random number value sampled by the random number sampling circuit **53** is **63**, the shift effect process according to the demonstration effect is executed on the basis of the effect pattern **3**. Here, as for the timing at which the random number value is sampled by the random number sampling circuit **56**, it is desirable that the random number value is sampled in the lottery process in the main process program (**S12**) in which the lottery of the repetition number of times of the free games is done.

[**0129**] Here, in the lottery table shown in **FIG. 19A** which is utilized when the repetition number of times of the free games is 10 games, the random number value range allotted for the effect pattern **3** is made large, and in the lottery table shown in **FIG. 19B** which is utilized when the repetition number of times of the free games is 20 games, the random number value range allotted for the effect pattern **2**, and further, in the lottery table shown in **FIG. 19C** which is utilized when the repetition number of times of the free games is 30 games, the random number value range allotted for the effect pattern **1** is made large. Therefore, the repetition number of times of the free games can be inferred based on the effect pattern of the demonstration effect in the shift effect process done at the timing of **S151** in **FIG. 23**.

[**0130**] As mentioned in detail, in the slot machine **1** of the embodiment, the base game is executed by controlling the lower liquid crystal display **4** on the cabinet **2** through the CPU **50** (**S13** in **FIG. 14**) and the free game is executed by controlling the reels **220** in the cabinet **2** (**S15** in **FIG. 14**). Thus, the slot machine **1** is the gaming machine that the base game is executed by utilizing the lower liquid crystal display **4** on the cabinet **2** and the free game is executed by utilizing the reels **220** in the cabinet **2**. Further, the lower liquid crystal display **4** on the cabinet **2** arranged in front of the reels **220** in the cabinet **2** when seen from the front side of the slot machine **1** is controlled by the CPU **50** so that the lower liquid crystal display **4** conceals the reels **220** in the cabinet **2**, except for the case that the free game is executed by utilizing the reels **220** in the cabinet **2** through the openings **35**A~**35**C of the diffusion sheet **35** and the openings **36**A~**36**C of the light guiding plate **36**. And the lower liquid crystal display **4** is controlled by the CPU **50** so that the lower liquid crystal display **4** is made transparent and the